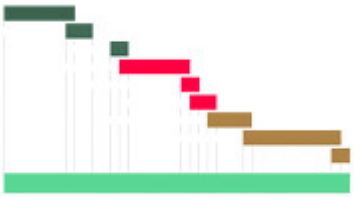
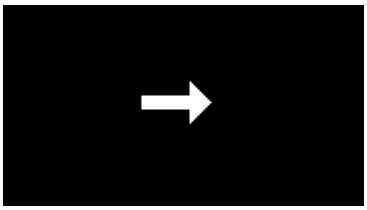
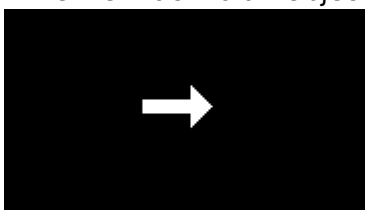
 Using a Track to Add/Remove a Shader  Add a Timeline Track to an Object with Code  See Command Module Tutorials

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